

Rules for Motor Lab

- Motor must run for 60 s without anyone touching it. The angular velocity of the rotating portion of the motor must be reasonably consistent (as determined by your instructor) during the entire 60 s period. If the motor stops after 59 s, you have to try again.
- The 1/100 s timer clock is the official timer in the lab. Time for your motor does not begin until I arrive to observe the motor and start the clock.
- Once a lab group succeeds in building a motor which runs for 60 s, all members of that group receive full credit for the lab and may leave.
- Materials brought in from outside must be approved by the instructor. Generally, you should expect raw materials which substitute for materials made available in the front of the room to be accepted, and anything resembling completed or partially completed motors to be rejected. Instructor has the final say.
- Limits per group: one cork board, one 9 V battery, two magnets. These limits apply whether the materials are taken from the front of the room, or brought in from outside.
- You may work together in the lab groups you formed during the semester. Lab groups cannot join together just for this one lab.
- Students who arrive late to this lab cannot join lab groups which have made significant progress on their motor. You may have to work on your own in this case.
- DO NOT APPLY SANDPAPER DIRECTLY TO THE TABLE SURFACE. When using sandpaper to remove the insulating coating from the wiring, use paper underneath to protect the table surface. *Failure to comply will result in your being brought before the lab coordinator so that you may explain to him why the tables are scratched. You will then be left at his mercy.*